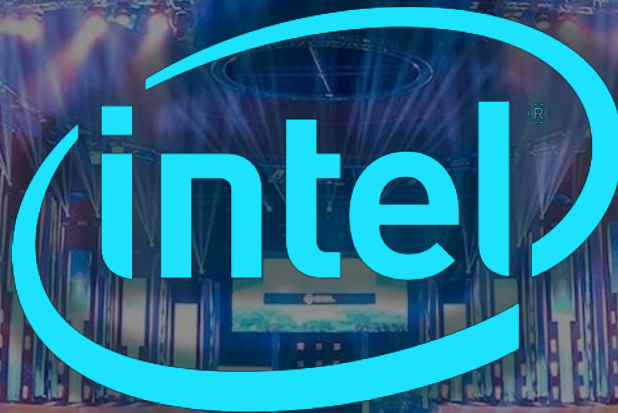


TECNOLOGIA E PASSIONE PER LA CONTINUA EVOLUZIONE DEGLI ESPORTS

Nicola Procaccio, Direttore Marketing Intel Italia

INTEL PER IL GAMING

INNOVATIVE GAMING PC



ESPORTS

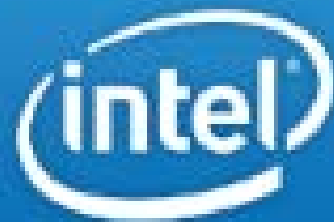


VIRTUAL REALITY



LIVE GAME BROADCASTING





EXTREME
MASTERS



KATOWICE 2017 NUMBERS:

173,000+ audience on site
46,000,000+ unique online viewers
70 TV and digital partners globally

GAMES:

Counter Strike: Global Offensive (CS:GO)
League of Legends (LOL)
Starcraft II (SCII)

